```
ec::Geometry
# m VAO
# m VBO
# m EBO
# m vertices
# m indices
+ ~Geometry()
+ Render()
+ RecalculateNormals()
+ GetVAO()
+ GetVBO()
+ GetEBO()
# SetupMesh()
# Geometry()
  ec::RectangleMesh
 + RectangleMesh()
 + RectangleMesh()
 + ~RectangleMesh()
```